

Project 5

Team 10

Tomas Kvapil, (tkvapi2@uic.edu)

Raja Patel, (hpate85@uic.edu)

Javier Rojas, (jrojas39@uic.edu)

Damian Ortizflores, (dortiz36@uic.edu)

Game Being Implemented:

We are implementing a new simple game that we call Top Trumps. In this game, there are 4 players and each player is assigned 5 cards randomly from the deck by the dealer (server). Then, each player plays a card and all the cards played are compared. Whoever has the highest card wins a point. The value of a card goes by suit and then by the rank of the card. Ace is the highest rank and Two is the lowest rank. Then there are also suits that are ranked so Diamonds is the highest then spades then heart and then clubs. The highest valued card wins that round and then the winner goes first for the next round. After each round, the previously played card is disabled and then players play a new card until they are all out of their 5 cards. Each round point is assigned to whoever wins the round. After all 5 cards all played, all players' points are compared and the player with the most points wins the game.

Languages and Framework:

We are currently planning on using node.js for server and client alongside HTML/CSS for styling. This is the framework that will help us create the GUI as well as the implementation of our game. If this seems to be hard or is at a risk of being not done in time, we will revert to using Java. This will be the most challenging part as to which we are still figuring out the details.

Client Server Relationship:

Client and Server relationship will be similar to as how it was for Project 4, but we will limit it to only 4 players like it was in Project 2. The clients will be the players. The players will be given a hand of 5 cards and the ability to play a card per round. The server part will be the dealer that gives the players cards. The server will also deal with the game logic and determine

the winners. So, the tough part will be translating what we did in Java to Node.js which might or might not work well depending on the framework we end up using. But everyone has said this Client Server relationship is easier on Node.js so that's why we are giving it a try. We are also eager to learn a new language and expand our technical toolbox.

Look and Feel:

Look and feel will be something similar to what you see in online card games. We have the idea to implement the cards using a button and then disabling the buttons after they have been played. So, cards on the lower bottom and then scoreboard up top and other relevant information and whatever we deem is necessary for the implementation of the game. So, the look and feel can be improved up on and modified later after we have made some progress in the logic. We will also have some sort of textbox on the server that we can use to debug and workout our logical issues. There will also be a textbox on players side where they are notified of who won and who played hand.